

ABSTRACT

5 A “mission control” (administration) system for controlling multiple game playing
satellite computers on a network employs a mission control program that sends generic control
commands to satellite control programs on the satellite computers for controlling any of the game
programs available to be played on the satellite computers. In response to a generic command to
start a game program, the satellite game control program loads a game-specific command set from
10 its database for controlling the selected game program, and provides the mission control program
with information on the status of the game program. The game-specific command sets are derived
by analyzing each game program and determining the common activation, termination and control
logic for the game. The game status information is derived by parsing the game log files and
identifying keywords indicating changes of status. A plurality of mission control sites can be
15 connected via Internet to a network server which provides an online interface of the mission control
system to players anywhere to access game data from the mission control sites and communicate
with other players.